

The Bridge of Stappenholm

By ElliottsLastGasp

Scenario Background

In the far northern region of Aguyna, King Thubin is attempting to destroy a demonic force that has invaded his kingdom and surrounded the capital city, Aguyas. The invaders have crossed the River Zart at the village of Stappenholm and are now encamped around Aguyas. Fortunately for Thubin and his people, the demons magical power is dependent upon artifacts brought from the Tombs of Tusin - these artifacts are mostly bones of dead heroes! The caravan bringing the next shipment of artifacts will cross the bridge at Stappenholm in two days, after which Aguyas's days are numbered.

Your small band of heroes has been commissioned by King Thubin to fight its way through an underground catacomb to an exit at the bridge. The King believes that the exit leads directly into the guardpost at the bridge. Once at the bridge the heroes must capture the guardroom and hold the bridge until the King's engineers arrive to destroy the bridge.

Mission Goals

The heroes mission is split into four key objectives. First, secure the entrance to the catacombs, second destroy the entrance to the underground cemetery - an alternative source of artifacts if the demons can find it! Thirdly, find the exit to guardroom and capture that building. Finally hold the guardroom and the bridge until the engineers arrive.

Important: The heroes do not know what the catacombs look like. Only set out the Tiles for each Area as the heroes enter it. (Once set out they remain set out until the end of the Quest)

At the end of each quest the heroes can keep their money and any training tokens they have acquired. Their health and fatigue stats remain as they were at the end of the previous quest, but they can have a free visit to the town for any standard items, healing or potions they can afford (but no treasures!) Specific instructions regarding retention of certain treasures are given at the start of each quest.



- Copper chest 1: treasure 100 gold and 1 copper
- Copper chest 3 - 1 curse and 2 conquest tokens
- Copper chest 2: 50 gold and 1 copper treasure
- Silver chest - 100 gold and 1 silver treasure

Gaining the Entrance

By ElliottsLastGasp

Scenario Background

Having organised your weapons and supplies the heroes set out for the entrance to the catacombs. King Thubin has warned you that many monsters have been seen going in and out of the door to the entrance passages. He tells you that you can expect to find a number of short tunnels separating the two main chambers that comprise the entrance to the catacombs. He also asks you to look out for his son who attempted to find the way to cemetery two days ago, but has not been heard of since. He was carrying the Chalice of Pommenstar, which can be used to make rock crumble.

Mission Goals

Find the entrance to the catacombs and secure your passage through the doors.

Find the King's son, if you can, and the Chalice of Pommenstar.

Area 1

The first passage is lit by many torches all of which seem to be going out and then bursting back into flame. At the end of the passage there is movement amongst the shadows and a deep growling noise.

Area 2

There is something shuffling towards you in the gloom, you can see its many eyes. There is a dark stairway at the corner of this tunnel, you cannot tell where it leads.

If the heroes elect to use the stairway then set out Area 5 separately up to the blue door - but not Area 4.

Area 3

There are many cobwebs hanging from the ceiling and a strong smell of rotting flesh. An occasional glint of light reflects along the tunnel toward you.

Area 4

It's hot in this room and there's growling coming from the shadows. You overhear a voice talking about the missing

Prince.

If the heroes have found the Prince in Area 5 the voice says "they have found the Prince and he's given them the Chalice - send word to Him!"

Otherwise the voice says "they will never find the Prince or the Chalice before they die."

Area 5

As the last hero steps through the stairway the blue staircase collapses. This alerts a number of monsters around the corner.

If a hero is next to the Question mark, the heroes find the dead Prince and searching his body find the Chalice of Pommenstar. As they take the Chalice the Prince opens his eyes and with his dying breath says "the Blue rune door was my doom" and then he dies.

Area 6

Razorwings are feeding here, as a Manticore urges them to hurry before HE returns. There is a smell of the essence of durlough. There is a very bright flash of light that temporarily blinds the heroes.

(Roll a power die - on a surge the sorcerer can make one immediate attack.)

Area 7

The heroes have reached His chamber. Broog the Gatekeeper is a Demon with special powers of recovery - you have met him before. Each turn he can recover two wounds on either himself or any wounded monster within line of sight.

Once Broog is dead you can open the Red rune door to the catacombs and proceed on your mission.

Important: The Chalice of Pommenstar is known to Broog and will not work in his chamber. If the heroes try to use it Broog laughs and cries "Your new toy will not work here puny heroes."

New Area

New Area

Area 2 - The corridor



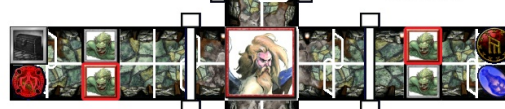
Area 3



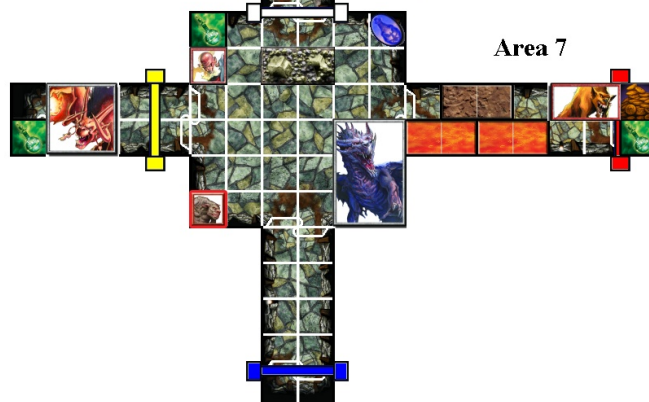
Area 5



Area 6

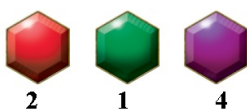


Area 7



Copper chest 1: 1 copper treasure 50 coins
 Copper chest 2: 100 coins and 1 conquest token
 Copper chest 3: 1 curse and 1 copper treasure

Silver chest 1: 1 silver treasure for 2 heroes only
 Silver chest 2: 1 silver treasure and 100 coins
 Silver chest 3: 1 curse, 150 coins, 2 conquest tokens
 Gold chest (any): 1 gold treasure 100 coins



Blocking the Entrance to the Dead

By Elliot's Last Gasp

Scenario Background

Having entered the catacombs the heroes must now find the sleeping chamber of the dead and block it using the power of the Chalice of Pommenstar. As the heroes enter the catacombs they feel a confusing mix of winds and draughts blowing from the different stairways facing them. Choosing the right stair could be critical.

Note: the heroes can each keep any one copper treasure from the Gaining the Entrance quest.

Mission Goals

On entering the catacombs the heroes find an empty scabbard that looks as though it once held a wonderous sword. Reading the inscription on the scabbard suggests that it is but one part of a powerful set of artifacts that would be of great use.

Note Important: If the heroes take the scabbard token it can be used to enhance the sword's powers - see Area 2 notes. Do not tell the heroes anything at this time.

Find the Gate to the Sleeping Chamber.

Find the set of artifacts.

Area 1 - Stairways

The chamber contains a number of monsters snoozing in the corners of the room. On hearing your arrival they begin to attack. In the far corner of the second chamber something bigger awakes.....

Area 2 - the corridor

This corridor has no obvious end but slithering movements suggest there are monsters here and you wonder what they may be protecting.

If a hero is on or next to the Question mark he or she finds the Sword of Noxbours. This sword has the ability to deflect any excess damage it causes above what is required to kill a monster to another monster that is within two squares of the original target. Give the hero the Sword of Noxbours it has a red and green die, two power die, and pierce 3. However, the sword must be recharged by the scabbard after three attacks (this just requires possession of the scabbard.)

Area 3- The sealed room

The heroes have found a large room. A sorcerer is working in a corner and on seeing you he and his larger friend attack at once. In a dark corner you can hear loud snoring.

If a hero is next to or on the question mark, he or she finds the Cloak of Snarkish. When worn this cloak allows the wearer to exhaust the cloak to exhaust three wounds from melee and the wearer is also immune to Poison, Bleed and Burn.

The Giant is asleep - but every Overlord turn he will awake if the Overlord throws a power enhancement on a power die.

Area 4 - Boulders anyone?

On entering Area 4 you immediately notice a huge round boulder suspended just above the ground. Beyond the boulder you can see treasure, but you cannot get past the boulder. There are cobwebs everywhere and huge spiders begin to move toward you.

When the three spiders are dead the boulder drops to the floor and begins to roll.....

When the heroes collect the yellow rune they see a note that reads " Blue is the colour that our demon seeks to save above all others "

Area 5 - the door to doom

Area 5 is the entrance to the complex that protects the main route to the underground cemetery. The heroes are aware that they must avoid the boulder but the door seems stuck and will need to be smashed in!

Breaking down the door to Area 6 will require a prolonged melee action (10). This action can be achieved by two heroes working together. If they have the Cloak of Snarkash and the sword Noxbours and its scabbard they can re-roll the 2 power die rolls each per turn.

Area 6 - crossroads

Area 6 is centered on a crossroads that is protected by a Manticore. The doors to the left and right slam shut as the heroes smash down the door to Area 6.

As the door to Area 6 breaks open the Manticore can immediately make one attack.

Area 7 - fire and flight

On entering Area 7 the heroes are confronted by a dragon.

The corridors to the left and right are the source of strange noises. Bubbling to the right and flapping to the right.

After killing the monsters in Area 7 the heroes can proceed to the Gateway to the Graveyard through the Blue Door.

As the demon dies it drops the blue rune key and ONE gold treasure that can be given to any hero. This treasure cannot be sold back to the shop.

The demon is a chieftan called Nemonarsis and has three extra armour and two extra life points. The heroes can use the sword Naxbours against the demon to reduce his armour by one and cause one additional damage every time the sword causes wounds.



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Gateway to the Graveyard

By Elliotts Last Gasp

Scenario Background

Having successfully fought your way past the monsters in the catacombs the heroes find themselves in darker damp corridors and rooms that have the smell of rotting flesh oozing from the walls. The Gateway to the Graveyard is protected by a maze - and it won't be empty. If the heroes can find the Gateway, they will be able to use the Chalice to bring down the roof of the anti-chamber, thereby sealing in the undying monsters. But beware they know the heroes are getting too close and Brabus the guardian of the gateway will do his evil best to prevent the heroes from sealing the entrance. If the heroes are not quick the Graveyard's inhabitants will begin to take a more active part in the battle!

Mission Goals

The heroes must find the Gateway to the Graveyard and bring down the roof, thereby blocking the entrance. Having achieved that goal, they must then find their way to the exit that will lead them to bridge.

The heroes will need to kill Brabus - the Giant that protects the Gateway to the Graveyard.

The heroes begin this stage of their mission with any two copper treasures they had at the end of the previous quest. They can also keep the three artifacts. They can buy other standard items, healing and additional potions from the shop if they wish and have the required coins. All other treasures are returned to their respective decks.

Brabus is asleep in the corridor between the Gateway and the exit to the bridge. Each turn the heroes move AND fight there is a chance that he will wake. For the first five turns he wakes in the Overlord's turn if the Overlord rolls a blank on a power die. For the second five turns he wakes on a surge and thereafter on a power enhancement. The turn after he wakes he enters the Gateway chamber through the door that leads to the bridge.

Brabus has two extra armour and four extra wounds. He can be attacked using the Sword of Narbours which reduces the Giant's armour by one and scores one additional wound on each successful attack.

Area 1 - Pools of ancient poison

The pool is shallow and green. Around the edge are a number of arrows that look as though they have been dipped into the pool. The pool may have special properties. The monsters in this area have been infected by the pool fumes and cause 1 extra wound every time they achieve a successful attack that inflicts 1 or more wounds.

If a hero with a bow chooses to take some of the arrows from the pool, or dip his/her own arrows in the pool, then give the hero 5 X tokens. The hero can discard one X token per turn to increase the number of wounds inflicted by a successful attack (i.e. an attack that inflicts at least one wound after taking account of armour) by 1 extra wound.

Area 2 - Spider junction

The narrow corridor leads to a T junction where the heroes are confronted with a choice of routes - but can they open either of the rune locked doors? Always assuming of course that they can overcome the current occupants!

The heroes cannot have secured the yellow rune and may have to go back for the blue rune if they have not been in Area 1.

If the heroes use the blue rune to open the blue rune door - the rune immediately flies away through Area 3 across the mud squares and into the darkness. It comes to rest in Area 6 where the ? counter is located.

Area 3 - Mud and fire

As the heroes open the first door to Area 3 a loud crash announces the presence of a Golem. The heroes may be able to slip past without fighting the Golem, but the mud in the corridor beyond the beast will not slow him down as it will the heroes.

Area 4 - The Naga's Library

As the heroes enter Area 4 a deep sweet voice says "Welcome to my library - here you will end your days in the pages of a book - or should I say pressed between the pages of a book like a leaf!". The naga is a named monster called Rasticulus. He has two additional armour and three additional wounds. His research of the library has also enhanced his attacks that now have both Bleed and Stun.

There is a shield over the only non rune door that reads "Treasury".

Area 5 - Treasury

Apart from a fairly weak force of Skeletons the Treasury seems to contain much useful plunder.

If a hero investigates the encounter market at the end of Area 5 a map is found that states that the dart field in Area 7 is linked to the Door to Area 6 - but it does say how.

Area 6 - Manticore's lair

The Manticore is expecting the heroes arrival and as the door opens it raises itself to full height and prepares to attack.

The manticore can try to attack immediately the door opens. But if the

hero that opened the door can spend two fatigue points he can outmaneuver the manticore and complete his turn before the manticore attacks. The manticore attack occurs before the next heroes turn (assuming of course that he's still alive!)

The encounter token is replaced by the blue rune when a hero enters Area 6.

Area 7 - Corridor to the Gateway

As the door from Area 6 opens, the heroes hear a dart mechanism crank into readiness, only to be immediately distracted by master beastmen and the sound of heavy boots further on.

The dart field only operates if the door to Area 6 is left open. If the heroes close the door, they hear the dart mechanism retract into the walls. This dart field scores a poison token if each time it causes any wounds.

Area 8 - Anti chamber to the Gateway

The heroes have found the Gateway. If they can defeat the Nagas in Area 8, they can use the Chalice of Pommenstar to collapse the Gateway tunnel and the red rune doorway. However the presence of master sorcerer and the likely presence of Brabus the Giant will complicate things a bit.

The Chalice of pommenstar must be placed next to the Red rune door to successfully block the Gateway. However, the Nagas can sense the Chalice and will move it away from the door if either of them can reach it. This is best prevented by destroying the Nagas before the Chalice is placed. However, the heroes can elect to place the Chalice before both Naga are killed if they believe they can prevent the Naga from collecting the Chalice (i.e moving onto the same square as the Chalice after it has been placed. After three turns in place next to the Red rune door, the Chalice will collapse the Gateway.

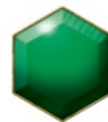
Oh just to confirm things Brabus can open the blue rune door to Area 8 if he wakes up - he will always shut it again.

Area 9 - Corridor to the Bridge

After placing the Chalice the heroes know they must escape through the door to Area 9. Time is of the essence but there are noises up ahead.

This corridor is well suited to leap attacks - if you have the Altar of Despair the overlord can elect to replace the Hellhounds with Master Blood Apes. In addition the Master Spider can elect to attack the blood apes in order to try and trigger Berserk.

On reaching the room at the end of Area 9, tell the heroes that they can see a stairway which they have been told is the way to the Bridge Gaurdroom.



3

3

**Broken front walls
of Guardroom**

Area 3 - Spawning Area/Camp

The Guardroom and the Bridge

By Elliotts Last Gasp

Scenario Background

The heroes emerge from the stairway into the back of the Guardroom. The windows of the Guardroom reveal the bridge across a raging torrent that is the River Zart. No carts will cross that river without using the bridge! There are some monsters in the Guardroom and off in the distance toward Boorhamm you can see a camp where other nasties are gathering. A carrier pigeon flies into the guardroom and delivers you a note stating that the Engineers will arrive in twenty turns time - you must hold the guardroom until then.

Mission Goals

Capture the Guardroom and then hold it until the Engineers arrive with the explosives and equipment needed to destroy the bridge.

The heroes begin this quest with the same stats as they ended the previous quest with. They can only keep two silver or copper treasures each from any they held at the end of the previous quest. They cannot visit the Town until after they have activated the glyph in the Guardroom.

Spawning is handled differently in this quest. All spawning cards should be placed in a separate deck (including those with a treachery cost). All other cards are placed in a separate overlord deck. Each turn after the guardroom is captured by the heroes, the Overlord draws one spawn card and one other card. The cards are activated in the usual way, however, spawn cards cost 1 less threat token than is shown on the card. The object is to create waves of monsters that can attack the Guardroom by one of the three attack Areas.

On each even numbered turn that the heroes are holding the Guardroom, they uncover useful items in the guardroom. On each even numbered turn throw five power dice.

1 surge is a potion (any flavour),

2 surges is a copper chest (100 coins each and 1 copper treasure each)

3 surges is a silver chest (150 coins and a silver treasure each)

4 surges is a gold chest (200 coins and a gold treasure each)

5 surges is the Staff of Light - and a Gold Chest (once only)

The Guardroom

This large dank building is filled with smashed furniture and has many broken windows and doorways, such that it is only just a room at all! The mix of beastmen, skeletons and other lesser monsters are quickly alert to your presence if you can kill them quickly, all the better!

The monsters approaching

The heroes have captured the Guardroom and the engineers are on their way - just hold off the monsters for twenty turns and the assault on Boorhamm will fail.

Any hero standing behind a rock pile gets +1 armour if attacked from the other side of the rock pile.

On turn 12 the Overlord can unleash Namiskis the master golem. He is in effect a free spawning in one of the spawning zones. He has two additional armour and three additional health.

On turn 16 the Overlord can unleash Blastosplitz. This Master Dragon has three extra armour and five extra wounds. He also has the Stun ability.